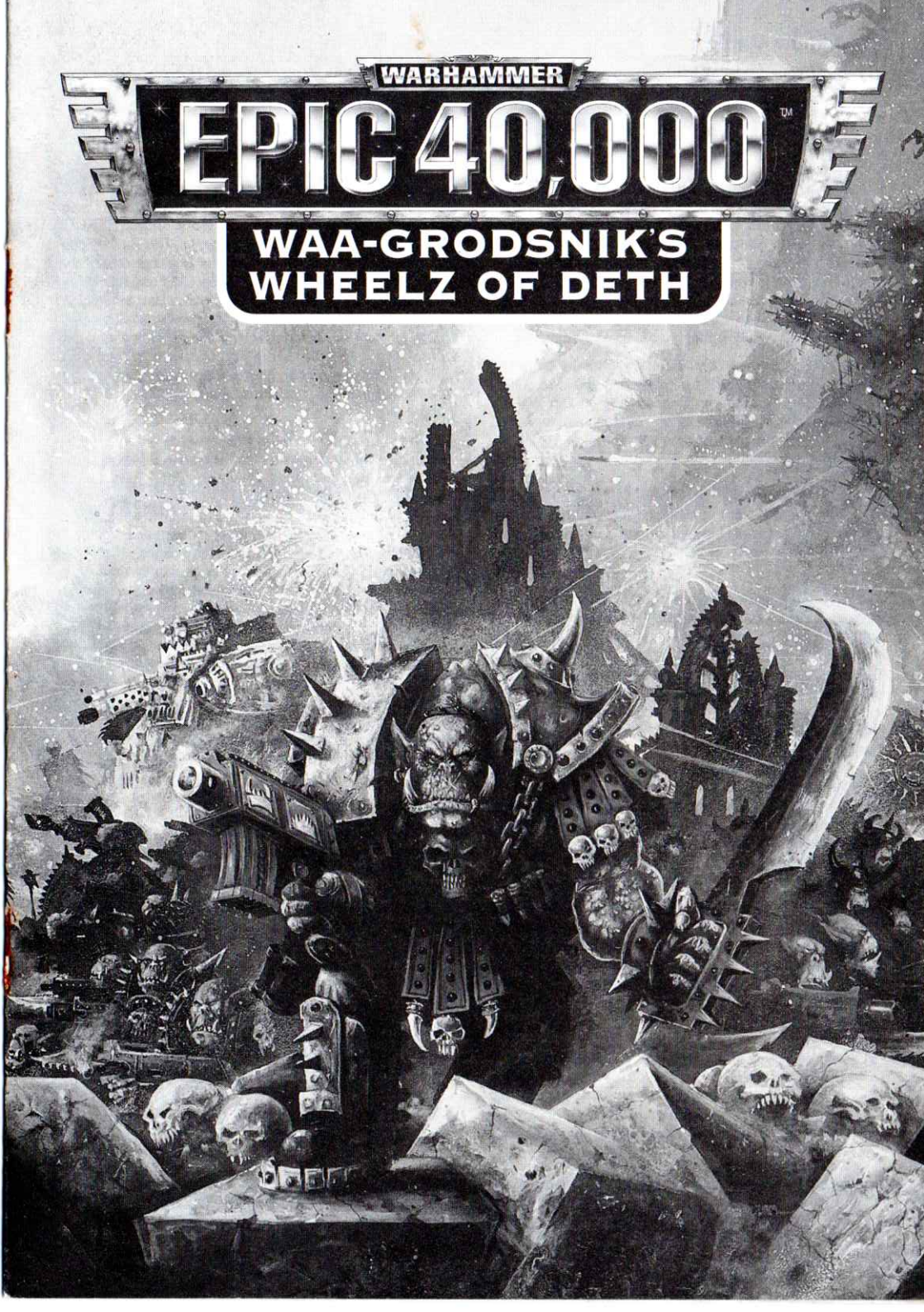
WARHAMMER

EPIC 40,000™

WAA-GRODSNIK'S WHEELZ OF DETH



WAAAGH THE ORKS!

Orks live for war. It's that simple – if Orks aren't in battle they're not really happy. There is something about the din of war, the blazing explosions and the feel of a bolter kicking in their hands which stimulates their nervous systems and makes them feel more alive than at any other time. Even when they're not in battle, Orks amuse themselves with various psychotic leisure activities such as vicious pit fights, racing bikes and buggies at lethal speeds, and generally scrapping amongst themselves.

Although the Orks constantly raid neighbouring worlds, this is a minor threat when compared to the devastating ferocity of an Ork Waaagh! Occasionally an Ork Warlord will rise above the infighting and squabbling and weld together a vast army to rampage across the galaxy. As the Waaagh begins the Ork gods, Gork and Mork, begin to stir their children, instilling them with an even greater desire for battle. Things start slowly, the incidence of raids increases, the Orks start selecting their war leaders and the Mekboyz begin construction of strange weapons and vehicles without really knowing why, or where the ideas come from.

As the Waaagh gathers pace the Orks become more and more agitated, seeking out fresh enemies, using their traktor beams to latch onto the space hulks which occasionally drift through Ork space. The Orks from a particular area, which may be a single planet or a whole group of star systems depending on the power of the Waaagh, start to gather, coalescing in one place like a swarm. The Mekboyz start constructing ever larger war machines – Battle Fortresses and Gargants. The Orks' slaves churn out masses of weapons and armour, arming the Orks' massive mobs with bolters and stikkbombz. Then the green-skinned horde erupts into a war-frenzy, pouring forth across the galaxy like a green tide of destruction. Whole planets are razed, millions of captives are put to work in crude factories building even more weapons and vehicles, fuelling the massive Ork thirst for domination.

Luckily the billions of Orks spread through the galaxy spend so much time fighting each other that their desire for battle is generally sated unless they find themselves faced with an obvious threat. If all the Orks were ever to band together in a single Waaagh nothing in the galaxy would have the power to stop them.

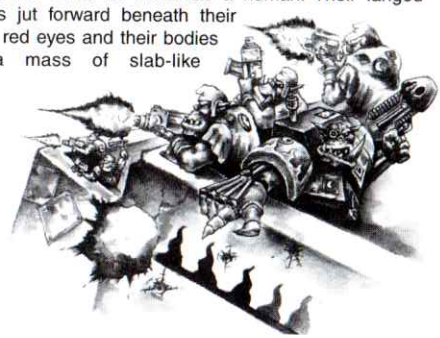
Da Clans

Ork society revolves around its clans, which form the basic structure of Ork culture. Each clan has its own specific traits and values and an Ork raised in a particular clan will adopt its virtues and vices as well as its styles of clothing and reputation. There are many clans, of which six predominate. Foremost amongst the clans are the Goffs, who reckon they're the hardest of the Ork clans. Goffs prefer to smash their enemies at close range, finishing them off in vicious hand-to-hand fighting. The Bad Moons are the richest of the Ork clans and buy lots of snazzy equipment and guns. This is because Orks use teef (their own teeth!) as a currency and Orks of the Bad Moon clan grow teeth faster than anybody else! The Snakebites are known as traditionalists, preaching the benefits of ancient Ork beliefs, relying on more natural forms of transport such as war boars and Squiggoths. Snakebites are known as ferocious fighters, the equal of any opponent in close combat.

In contrast are the Evil Sunz who seem to produce more Ork engineers and mechanics (known as Mekboyz or Mekaniaks) than any of the other clans. They have lots of Warbikes and Buggies and many Evil Sunz end up joining the cult of Speed Freeks, spending their lives trying to go as fast as possible on the most outrageous vehicles imaginable. Then there are the Deathskulls, notorious thieves and lootas, who construct large, highly unreliable but potent weapons known as kustom combi-weapons. These are cobbled together from scraps and remnants left on battlefields, gathered up by their Snotling and Gretchin servants as booty of war. Lastly, there are the Blood Axes. Blood Axes see themselves as the most forward-thinking of the Orks. They unashamedly mimic the Imperium, wearing camouflage uniforms and re-fitting captured Imperial tanks. Many Blood Axes end up in the Stormboyz Korps, preferring a life of (fairly) rigid discipline, shiny boots and the chest-swelling tramp of feet as they march proudly to war.

Da Boyz

Every Ork is a warrior of some sort or another, and the bulk of their armies are made up of infantry – da Boyz. Orks are seven feet tall when stretched to their full height, and almost twice as broad as a human. Their fanged mouths jut forward beneath their beady red eyes and their bodies are a mass of slab-like



muscles. Orks love really noisy and obviously lethal weapons such as plasma guns and bolters and these form the main armament of most Ork Mobz.

The hierarchy of the Orks is defined by size, strength and ferocity rather than charisma or intelligence (though some Ork Bosses display a certain amount of low cunning). The overall commander of the force is generally known as the Warlord and his direct subordinates (the mobz' commanders) are the Warbosses. Each Warboss has his retinue of Nobz who bellow orders at the Boyz. Promotion can be achieved in a number of ways. Generally it is done in battle, with the superior taking an unlucky shot to the head and the Warboss noticing a particularly burly Ork nearby who could bash heads together and get the ladz to do what they're told. When not at war, most disputes and advances of this nature are settled by a ritual pit fight. These can be to first blood or a knockout, but generally the two combatants fight to the death, usually using nothing more than their claws and fangs. The victor's scars will be a subject of pride and respect, and his authority will be unquestioned until someone else is brave enough to face him in the pit.

The Orks have a servant race, called Gretchin – smaller cousins who do all the running around, message taking and general dogs-bodying. In battle they may be lucky enough to loot or steal a blunderbuss or autogun and they are driven towards the enemy by Ork Runtherds. They form an effective skirmish screen and can even push the enemy back with their weight of numbers if they are lucky. However, they are generally destined to be simple cannon fodder…

Da Bikes 'n' Buggies

As well as their unceasing love of warfare, some Orks have also developed a strange addiction to speed. These Speed Freeks principally come from the Evils Sunz clan, though not exclusively. They like nothing better than to roar into the heat of battle on their fast machines, tearing around at breakneck speeds. Like war itself, this seems to fulfil some deep requirement within the Orks' psyche and when they are not in battle Speed Freeks spend their time racing around the Ork settlements or tinkering with their machines to get that extra ounce of speed from them. Buggies include vehicles such as Ork Wartraks, and Scorchers as well as the ubiquitous War Buggies themselves. The Orks who ride the impressively armed Ork warbikes are known as Bikeboyz.

Da Wagonz

Along with the Warbike and War Buggy, the primary vehicle for the Orks is the Battlewagon. As with all Ork constructions these vary wildly depending on the desires of the owner and the particular foibles of the Mekboyz who build them. Some are little more than a wheeled chassis with an engine and a gun while others are more like conventional tanks with armoured hulls, caterpillar tracks and turret-mounted cannons. Most Battlewagons feature outrageous close combat weapons, and are bedecked with spikes or armed with massive grabbing claws or lethal deff-rollaz. The most popular designs have a tendency to hang around, being copied by other Meks, and modified to incorporate the latest innovative teknology. The Ork Mekboyz call all these vehicles different (and outrageous) names like Gutrippas, Lungburstas, Bowelburnas, Gobsmashas — doubtless to persuade Warbosses of their great lethality, but Orks and just about everyone else just refer to them all as Battlewagons.

When the spirit of the Waaagh floods through Orkdom, most Meks also manage to nail together strange vehicles for themselves, creating highly destructive Speedstas that are protected by erratic force fields and which mount immense weapons such as Lifta-Droppas or Death Rays. Another variant of the Battlewagon is the Flakwagon, probably inspired in the distant past by the sight of Imperial Hydras blasting down squadrons of Ork Fighta-Bommerz. A Flakwagon's multiple guns can be elevated to fire at incoming aircraft, offering the Boyz some much needed protection against death from the skies.

Not all Battlewagons have wheels or tracks. Like most races in the 41st millennium, the Orks have developed their own peculiar Dreadnoughts. These clanking machines are piloted by a living Ork, mounting a variety of heavy weapons and crushing close combat grabbers. The massive walking war machines known as Stompas are a particular favourite for a Warboss who hasn't got enough teeth to field a proper, full-sized Gargant. Others aren't conventional vehicles at all but are employed in a similar fashion, such as the Squiggoths – mighty beasts that Orks of the Snakebites clan breed and then take into battle, riding in towering gun decks atop their broad backs.

Ork Special Rules

Ork armies rumble forward in an unstoppable mass, charging into the enemy with no regard for themselves. For this reason, at the start of the assault phase the Ork player may place any of their Initiative counters already removed back into the pot, thus increasing the chance that the Orks will have the initiative in the assault phase.

Strategy Rating: Orks have a strategy rating of 3.

DA WHEELZ OF DETH

By Gav Thorpe

WAAAGH!

Choosing an Epic 40,000 Ork army provides a number of interesting strategic and organisational challenges. The very flexibility of the Waaagh Ork detachment lists enables you to field a massive selection of warriors and vehicles. to begin with you must consider what you want your army to achieve when picking it, and try not to deviate from 'Da Plan' too much.

Waa-Grodsnik

The following army was chosen to show one of the many ways you can specialise an Ork force. Its main inspiration was the name – Da Wheelz of Deth. In my mind, the phrase conjured up images of swarms of Buggies and Battlewagons pouring across the battlefield, smoke belching from their engines, the flash of gunfire lighting the fumes with a hellish glow. Who could resist such a spectacle? This army, Waa-Grodsnik, would be based around this image, combining the Orks love of big gunz with their unquenchable desire for racing about at breakneck speeds.

The Miniatures

I am going to choose an Ork army that is wholly based around vehicles and war engines. I want a force that roars across the battlefield with hair-raising speed and takes the fight to the enemy. For this, I have restricted myself to only a few types of troops. I want fast Buggies, Wartraks and Scorchas, plus some sturdier Battlewagons. However, I need some really heavy stuff to back these up and a war engine or two would certainly provide plenty of that. When choosing your army it is obviously important to bear in mind what models you have. The box below shows what I limited myself too, which still gave me a great deal of choice and would be flexible on the battlefield.

The available Horde

As this was a vehicle army, I didn't want to use any of my plastic Ork infantry sprues. Instead, I limited myself to the models provided in this boxed set. This gives me:

1 Gargant
2 Battle Fortresses
6 Battlewagons
8 Buggies, 8 Wartraks & 3 Scorchas (all of which count as 'Speed Freeks')

The First Detachment — Gutspanna's Freekz

Before you start filling in any detachment cards it is best to 'sketch' out your detachments on a piece of paper. This means that only after you've achieved the final mix of troops you want, do you need to fill in a card — this saves lots of time, energy and detachment cards!

My first detachment will be the core of the army, consisting of light vehicles and Battlewagons. As a vehicle-based detachment, Gutspanna's Freekz is chosen from the Kult of Speed list.

Command

Firstly I need a commander, Gutspanna himself, as every Ork detachment must be led by a Warboss. Normally a Kult of Speed Warboss is represented by a Buggy unit with the Hero ability (which doubles their Assault value and gives it a 4+ special saving throw). However, as this is the central detachment of the army, I want Gutspanna to be a bit tougher than this. A Kult of Speed Warboss can be upgraded to a Battlewagon (still as a Hero) by paying an extra 5 points, so I opted for this. This meant that Gutspanna costs a total of 45 points.

Main Force

I have eight Buggies, eight Wartraks, three Scorchas and five Battlewagons still available and it's sorely tempting to take them all in one huge detachment. This would be a very scary sight for the enemy and could probably deal with most opposing detachments it came across. However, caution prevails in the end and I decide to split the Speed Freeks roughly in half and field some of them as a separate detachment.

This leaves me with five Battlewagons and ten Speed Freeks for this detachment. In a Kult of Speed all of these vehicles can be taken in mobs of 1 to 3 vehicles. The number of mobs I chose for my Main Force will influence the amount of Support troops I could take. If I split the vehicles down into more mobs I can include more Support vehicles and warriors. However, as I have no Support troops available this is of no consequence, so I just split the vehicles down into the fewest mobs possible. This has absolutely no effect on the battlefield at all, they will still all move and fight as a whole detachment.

This gives me two mobs of 3 Speed Freeks units, two mobs of 2 Speed Freeks units, one mob of 3 Battlewagons and one mob of 2 Battlewagons. As you can see from the detachment card, each of these is entered on a single, separate line in the Main Force section.

Speed Freeks are worth 11 points each, which meant that the two larger mobs are worth 33 points, while the smaller one clocks in at 22 points. The Battlewagons cost 14 points each, which gives a total of 42 points and 28 points for those two detachments.

Paper wurk

With the detachment chosen I have to work out some other game details. First of all, I need to calculate the total points value of Gutspanna's Freekz. This is just a simple matter of adding up all the points (45+33+33+22+22+28+42) giving the total value of the detachment as 225 points.

Now that I have the points value of the detachment, I can work out its morale value. This determines how much is added to my army morale at the start of the game and how much is deducted if the detachment is reduced to half its original numbers. To work out the morale value you simple divide the total points value by 50 and round up the result. 225÷50 is 4.5, which rounds up to give Gutspanna's Freekz a morale value of 5.

Next I must work out when this would be deducted from my army morale level. This happens when a detachment has lost half or more of its units. To calculate this I just count up the number of units in the detachment and then halve the total, rounding up. There are 16 units in the detachment, which means it is at half strength when it has lost 8 units.

Lastly, I have to look up the reserve speed of the detachment. This is the slowest Speed characteristic of all the units. Speed Freeks have a Speed of 35, while Battlewagons only travel 25cm. This makes their reserve speed 25cm. This is used when the detachment does not start the battle on the table, but may appear later as the fight progresses. Having a speed over 30 would make the detachment turn up sooner, but unfortunately the Battlewagons' Speed slows them all down and this will effect their 'response time'. However, I think the extra guns and armour of the Battlewagons outweighs this penalty.

The Second Detachment — Wazzmek's Speedas

Wazzmek's Speedas is going to be made up of all the Buggies, Scorchas and Wartraks I have left. It will be slightly smaller than Gutspanna's Freekz, but it is going to be faster overall because it does not include any Battlewagons. The Speedas will be able to launch a blisteringly fast attack, perhaps down the enemy flank to split their fire from the main horde, or to attack enemy artillery. However, the detachment will also be quite fragile so when I use it in battle I must remember not to get too gung-ho and throw it against a heavily armed or armoured adversary!

Choosing the Units

As I am limiting myself just to Speed Freeks units, choosing the Speedas will be very simple. Firstly, I have to purchase Warboss Wazzmek, but as he is represented by a Buggy unit with the Hero special rule, there is no need to pay for any upgrades. This means he costs the minimum number of points – 40 points in this case.

Like Gutspanna's Freekz, I don't have to worry about support troops and so I simply divide up the remaining Speed Freeks into mobs of 1 to 3 vehicles. After taking off one Buggy to represent Wazzmek, this leaves me with 8 units which nicely divide into two mobs of 3 units and one mob of 2 Speed Freeks. The two larger units cost 33 points each and the smaller mob costs 22 points.

That was it! Again I have to add up the total points value of the detachment (45+33+33+22=133) and from this work out the morale value of Wazzmek's Speedas. 133÷50 equals 2.66, which rounds up to give a total of 3. As there are 9 units in the detachment, 5 of these would have to be destroyed before it was reduced to 50% of its original strength, so I enter 5 into the Half Strength section of the detachment card. Lastly, I note the reserve speed of the Speedas. As I mentioned earlier, Speed Freeks have a Speed of 35, and with no Battlewagons to slow them down this is their reserve speed.

All of this, along with the profiles of the different units, is then entered onto the detachment card.

The Third Detachment — Da Bonegrindas

Both the detachments I've picked so far concentrate on speed. Although they are pretty shooty, they will fare poorly against a well-armed foe such as an enemy Titan or heavy weapons troops prepared for an attack (on Overwatch, most likely!). To give the army a more solid base, I had already decided to include some Battle Fortresses. Battle Fortresses make a very good adjunct to the Kults of Speed while still fitting in with the overall 'Wheelz of Deth' philosophy. While nowhere near as fast as the Speed Freeks, the Battle Fortresses are bedecked with huge guns capable of pounding large holes in an enemy army. As they are war engines, the Battle Fortresses can also roll relentless forward, constantly

bombarding the enemy. If the enemy pay too much attention to the Speed Freeks, they will get hit hard by the Bonegrindas, while if the Bonegrindas are given too much attention the Kults of Speed will soon be crawling all over the flanks and rear of the opposing army!

Choosing War Engines

Choosing a Battle Fortress detachment is very straightforward. One of them has to be nominated as the detachment commander, but as war engines are pretty expensive in points already, there is no extra charge for this. Making up the Bonegrindas is more a matter of getting some good names for the Battle Fortresses than anything else! Skullsplitta is nominated as the detachment HQ and was written into the Command section of the detachment card, along with the 85 points it costs. The other Battle Fortress, dubbed Scumsmasha by the Meks who built it, is put into the Main Force section, also at 85 points. This gives the Bonegrindas a total cost of 170 points. When divided by 50 (remember to round fractions up) this gives the detachment a morale value of 4.

Half Strength Value

Unlike normal detachments a war engine detachment's half strength value is worked out from the number of hits it can take, rather than the number of units it comprises. Looking at the data sheet for Battle Fortresses I see that they have a damage of 4, which means each one can take four hits before it is destroyed. I have to halve this to find what the Bonegrindas half strength is, giving a total of 4. However, this is four hits to either of the Battle Fortresses, not just if one is totally destroyed. This means that if one of them takes three hits and the other only a single hit (or they suffer two hits each), this still reduces them to half strength and their morale value is deducted from the army morale total.

As before, I enter the Battle Fortresses Speed of 15 in the Reserve Speed section of the detachment card and the Bonegrindas are complete.

The Fourth Detachment — Warlord Grodsnik

Finally, I have to include my Gargant in the army. If I want to, I can just include a Gargant chosen from the Ork Gargants detachment list. However, I think it would be a lot more fun if I use the Gargant to represent the Warlord of the army, Grodsnik Deffdakka himself. For this I will need to use the Ork Warlord detachment list.

Choosing a Supreme Commander

An army's Supreme Commander is a bit different to a usual detachment as it is split into Command and Bodyguard units, rather than Command, Main Force and Support troops. When making up a detachment card for your Supreme Commander, enter the Commander and any Psykers into the appropriate section of the detachment card. Any Bodyguard units should be written in the space normally used for Main Force units – Supreme Commander detachments don't normally have a Support option.

Looking at the list I see that an Ork Warlord costs me 50 points for a basic infantry unit. Like many command units, the Warlord has the option of being upgraded to a different troop type (like a Boarboyz unit or a Stompa) or being mounted in some kind of vehicle. In the case of a Warlord, this also includes the option of being upgraded to a Gargant, Great Gargant or even a Mega-Gargant! This was what I want and I have to add the points cost of the Gargant to the 50 points already paid for the Warlord. A Gargant costs 300 points, making a total of 350 points for the detachment.

Normally I would be able to choose up to four Bodyguard mobs for my Warlord, but reading through the notes section of the list I see this is not allowed – the Warlord's closest cronies are crewing the massive Gargant.

As this is the only choice I can make, the detachment is finished. As before I go through the process of working out the reserve speed of the Gargant (15), its morale value (350÷50=7) and then I need to calculate the Gargant's half strength. As with the Battle Fortresses this is half the number of hits the Gargant can take before it is destroyed. An Ork Gargant has a damage capacity of 12, which means it counts as reduced to half strength when it has taken 6 hits in total. This is all entered onto the detachment card as normal, along with the Gargant's suitably fear-inspiring name – Dethstompa!

Fittin' Da Gunz

Gargants can have three different weapon systems chosen from either weapons batteries, Mega-cannons, close combat weapons or Lifta-Droppas. Without doing any converting I have what gunz are on the model. In this case I have close combat weapon, a 'belly gun' Mega-cannon and another suitably impresive armament. The rest of my army already has plenty of raw firepower so I maximise the Gargant's ability to take super heavy weapons and say the other large gun is also a Mega-cannon (after all it does have one huge barrel). This works quite well with the rest of the army. The Mega-cannons are great for attacking troops in cover (because they ignore cover armour bonuses) while the close combat weapon will allow Dethstompa to take on enemy war engines in an assault (providing they're not too big or also specially armed for close combat!).

Going to War

With everything totalled up, Da Wheelz of Deth provide me with 878 points worth of greenskinned nastiness and allow a wide variety of different armies of varying size to be picked. All-in-all I'm very pleased with the way the army has shaped up and it can be expanded upon quite considerably without losing its theme of vehicles and war engines. In the future this can be bulked up to nearer 1,000 points with the addition of more Battlewagons,

another Battle Fortress, some Support troops such as Weirdboy Towers or Flakwagons for the Freeks or even some Fighter-Bommerz.

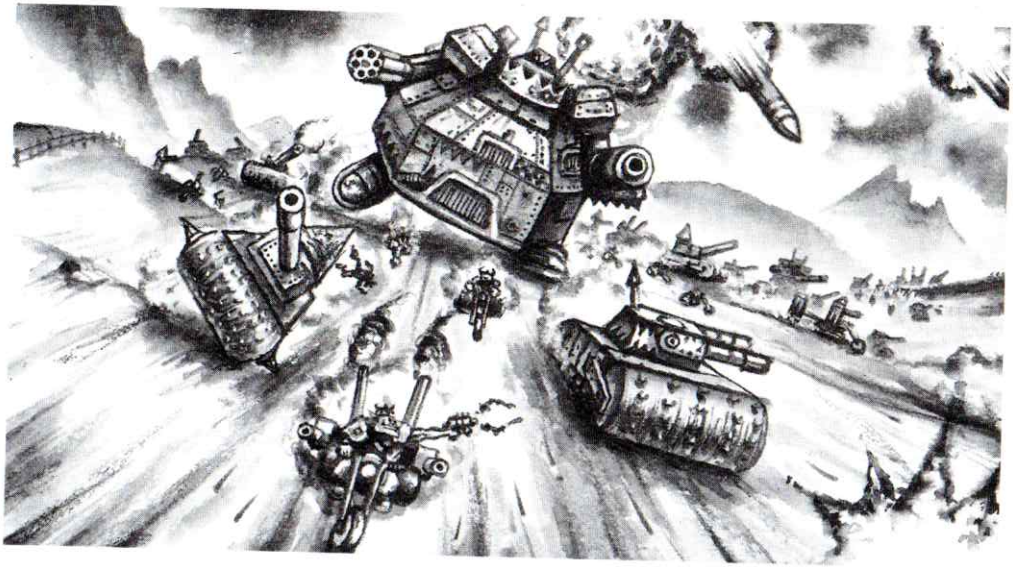
With my army selection finished I am now able to formulate a rough plan of attack. Since Epic 40,000 contains so many variables in terms of different scenarios, opposing forces, terrain and other features, it is hard at this stage to make any definite strategies. However, an overall approach can be devised and then altered or expanded upon to suit the situation of individual battles.

Wazzmek's Speedas are the fastest detachment in the army and are most likely to be the first to start the fighting, regardless of the scenario. They can be used in a number of ways. Firstly, they can race across the table and snap up any available objectives. If this isn't possible, they are best used to pick on one flank of the enemy army. By choosing their adversaries carefully I can attack a weak part of the enemy army and hopefully break it. This will hopefully open up a gap in the opposing battleline which my other, harder, detachments can exploit. Another option is to use the Speedas to distract the enemy attack. Although this may mean I have to eventually sacrifice the Kult of Speed, they can be used to divert a lot of the enemy's attention away from the larger detachment and war engines. Every point of firepower spent shooting at the Speedas is one less spent on attacking the more deadly elements of my army. The Speedas can use their high speed to retreat out of an unfavourable position and attack from a different direction, constantly harrying the enemy, making it hard for your opponent to execute his own plan.

Gutspanna's Freekz are fast too, and will form the second wave of my attack. They can start softening up the enemy with their guns and maybe a firefight or assault. This will be a bit more hard-hitting than the Speedas and hopefully inflict some considerable damage. This detachment is much better at weathering enemy fire and assaults and its size would provide enough of a threat to distract the foe from the war engines. As potent as Gutspanna's Freekz are, I see the bulk of the damage being inflicted by the war engines.

As the Kult of Speed detachments soften up the enemy, the war engines move forward. Depending upon the opposing army, it may be that they will want to get as close as possible – if I'm facing lots of heavy weapons getting, into an assault or two will be good, while against a close combat-oriented army the war engines may be better off standing off a little. Either way, their big guns should be able to punish the enemy and finish off the opposing detachments already weakened by the fast attackers.

War engines can be quite vulnerable, especially to certain troops, but with the Kults of Speed I can hopefully deflect much of the enemy's attention away from them by providing a closer, more obvious threat. If the Gargant or Battle fortresses do get stuck in some trouble, the Kult detachments will hopefully be fast enough to pull out of where they are fighting to come to their aid. Only the test of gunfire and close combat will prove whether my plan comes to fruition...



WARHAMMER EPIC® 40,000

DETACHMENT NAME	DETHSTOMPA	
DETACHMENT TYPE	ORK WARLORD IN GARGANT	POINT COST
PSYKER		
COMMANDER	WARLORD GRODSNIK DEFFDAKKA	50
COMMANDER		
COMMANDER		

RESERVE SPEED	15
HALF STRENGTH	6
MORALE VALUE	7
TOTAL POINT COST	350

DETACHMENT MAIN FORCE	POINT COST
1 GARGANT	300
2	
3	
4	
5	
6	
7	
8	
9	
10	

DETACHMENT SUPPORT	POINT COST
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES

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GARGANT DETHSTOMPA

Dethstompa is Grodsnik Deffdakka's mighty Gargant. Surronded by a horde of Buggies, Dethstompa rumbles across the battlefield smashing the enemy apart with its mega-cannons and pulverising enemy tanks in close combat.

SPEED	ARMOUR	POWER FIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
15cm	5+	D3+3	12	20	–

WEAPON TABLE

WEAPONS (Pick 3)	FIRE ARC	RANGE	FIREPOWER	NOTES
2 Mega-Cannon	Front	45cm	(1)	Place template. Roll to hit all units under template, ignoring Armour bonuses for cover. Each attack places an additional Blast marker on the target.
Close Combat Weapon	Front	30cm	4	Double Assault against other war engines. Causes Catastrophic Damage against war machines if you win.

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Stubbed Toe	+0 Points	The Gargant is immobilised for the rest of the turn.
3	Right Arm Damaged	+1 Point	The weapon may not be fired until it is repaired.
4	Left Arm Damaged	+1 Point	The weapon may not be fired until it is repaired.
5	Belly Gun Damaged	+2 Points	The weapon may not be fired until it is repaired.
6	Head Damaged	+2 Points	The Gargant is immobilised until the damage is repaired.
7	Flashback	+3 Points	There is a flashback to the Gargant's magazine. No weapons may be fired for the rest of the turn.
8	Fire	+4 Points	Gargant moves at half speed until the fire is put out by being repaired. Fire causes +1 point of damage per turn until put out.
9	Raging Fires	+4 Points	D6 fires break out (see Fire above).
10-12	Catastrophic Damage	See table below.	

CATASTROPHIC DAMAGE TABLE

1D6 ROLL		DAMAGE	NOTES
1-2	Internal Explosions	Wrecked	A series of internal explosions destroys the Gargant and its crew.
3-4	Inferno	Burning	A massive fire breaks out, killing the crew and engulfing the Gargant. Roll again on this table next turn, and apply the result, counting a 3 as Internal Explosions and 4 as Magazine Explosion.
5	Magazine Explosion	Destroyed	The Gargant's magazine explodes, destroying it and the crew. As debris scatters all around, roll a D6 to hit any unit within 5cm.
6	Massive Explosion	Destroyed	The Gargant is destroyed in a massive explosion. Any unit in base contact takes D6 hits. Roll a D6 to hit any other unit within 2D6cm.

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WARHAMMER EPIC 40,000

DETACHMENT NAME	DA BONEGRINDAS	
DETACHMENT TYPE	BATTLE FORTRESS MOB	POINT COST
PSYKER		
COMMANDER	SKULLSPLITTA - BATTLEFORTRESS	85
COMMANDER		
COMMANDER		

RESERVE SPEED	15
HALF STRENGTH	4
MORALE VALUE	4
TOTAL POINT COST	170

DETACHMENT MAIN FORCE	POINT COST
1 SCUMSMASHA - BATTLEFORTRESS	85
2	
3	
4	
5	
6	
7	
8	
9	
10	

DETACHMENT SUPPORT	POINT COST
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES

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ORK BATTLE FORTRESS

The largest Battlewagons are known as Battle Fortresses. These huge tanks come in various shapes and sizes, mounting a variety of improbably huge guns. The Skullhamma favours a few rapid-firing autocannons, while the Gibletgrinder is known for its immense batteries of battle cannons. They storm into the fray unleashing a deadly torrent of shells, crushing troops and tanks beneath their massive grinding tracks.

SPEED	ARMOUR	POWER FIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
15cm	5+	–	4	8	–

WEAPON TABLE

WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
Gunz	All round	45cm	8	–

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Engine Damaged	+0 Points	The Battle Fortress may only move at half speed until repaired.
3	Tracks Damaged	+0 Points	The Battle Fortress is immobilised until the damage is repaired.
4	Gunz Damage	+1 Point	The Battle Fortress' gunz may not be fired until repaired.
5	Tracks Destroyed	+1 Point	The Battle Fortress is permanently immobilised.
6	Engine fire	+1 Point	The Battle Fortress moves at half speed until the fire is put out by being repaired. The fire causes an additional point of damage each turn.
7-12	Catastrophic Damage	See table below.	

CATASTROPHIC DAMAGE TABLE

1D6 ROLL		DAMAGE	NOTES
1-3	Internal Explosion	Wrecked	A series of internal explosions violently shakes the Battle Fortress. The crew are killed. The Battle Fortress is left a smouldering, twisted wreck.
4-5	Inferno	Burning	The fuel ignites sending a blazing fireball high into the sky. The Battle Fortress is engulfed in flames. Roll again on the Catastrophic Damage table at the end of the next turn, and apply the result rolled, counting a 4-5 result as a Magazine Explosion.
6	Magazine Explosion	Destroyed	The Battle Fortress' ammunition detonates, sending wreckage and shrapnel showering over the surrounding area. Roll a D6 to hit any other units within 5cm.

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WARHAMMER EPIC 40,000

DETACHMENT NAME	GUTSPANNA'S FREEKZ	
DETACHMENT TYPE	KULT OF SPEED	POINT COST
PSYKER		
COMMANDER	WARBOSS GUTSPANNA RIDING IN A BATTLEWAGON	45
COMMANDER		
COMMANDER		

RESERVE SPEED	25
HALF STRENGTH	8
MORALE VALUE	5
TOTAL POINT COST	225

	DETACHMENT MAIN FORCE	POINT COST
1	SPEED FREEKS MOB (3 WARTRAKS)	33
2	SPEED FREEKS MOB (3 WARTRAKS)	33
3	SPEED FREEKS MOB (2 BUGGIES)	22
4	SPEED FREEKS MOB (2 BUGGIES)	22
5	BATTLEWAGON MOB (2 UNITS)	28
6	BATTLEWAGON MOB (3 UNITS)	42
7		
8		
9		
10		

	DETACHMENT SUPPORT	POINT COST
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES
WARBOSS - BATTLEWAGON	25CM	30CM	1	2	5+	HERO
SPEED FREEK	35CM	30CM	1	1	4+	
BATTLEWAGON	25CM	30CM	1	2	5+	

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES

CAMPAIGN HONOUR LIST

TACTICS AND NOTES

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WARHAMMER EPIC 40,000

DETACHMENT NAME	WAZZMEK'S SPEEDAS	
DETACHMENT TYPE	KULT OF SPEED	POINT COST
PSYKER		
COMMANDER	WARBOSS WAZZMEK DRIVING A BUGGY	40
COMMANDER		
COMMANDER		

RESERVE SPEED	35
HALF STRENGTH	5
MORALE VALUE	3
TOTAL POINT COST	128

	DETACHMENT MAIN FORCE	POINT COST
1	SPEED FREEKS MOB (3 BUGGIES)	33
2	SPEED FREEKS MOB (3 SCORCHAS)	33
3	SPEED FREEKS MOB (2 WARTRAKS)	22
4		
5		
6		
7		
8		
9		
10		

	DETACHMENT SUPPORT	POINT COST
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES
WARBOSS - BUGGY	35CM	30CM	1	2	4+	HERO
SPEED FREEK	35CM	30CM	1	1	4+	

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES

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CAMPAIGN HONOUR LIST

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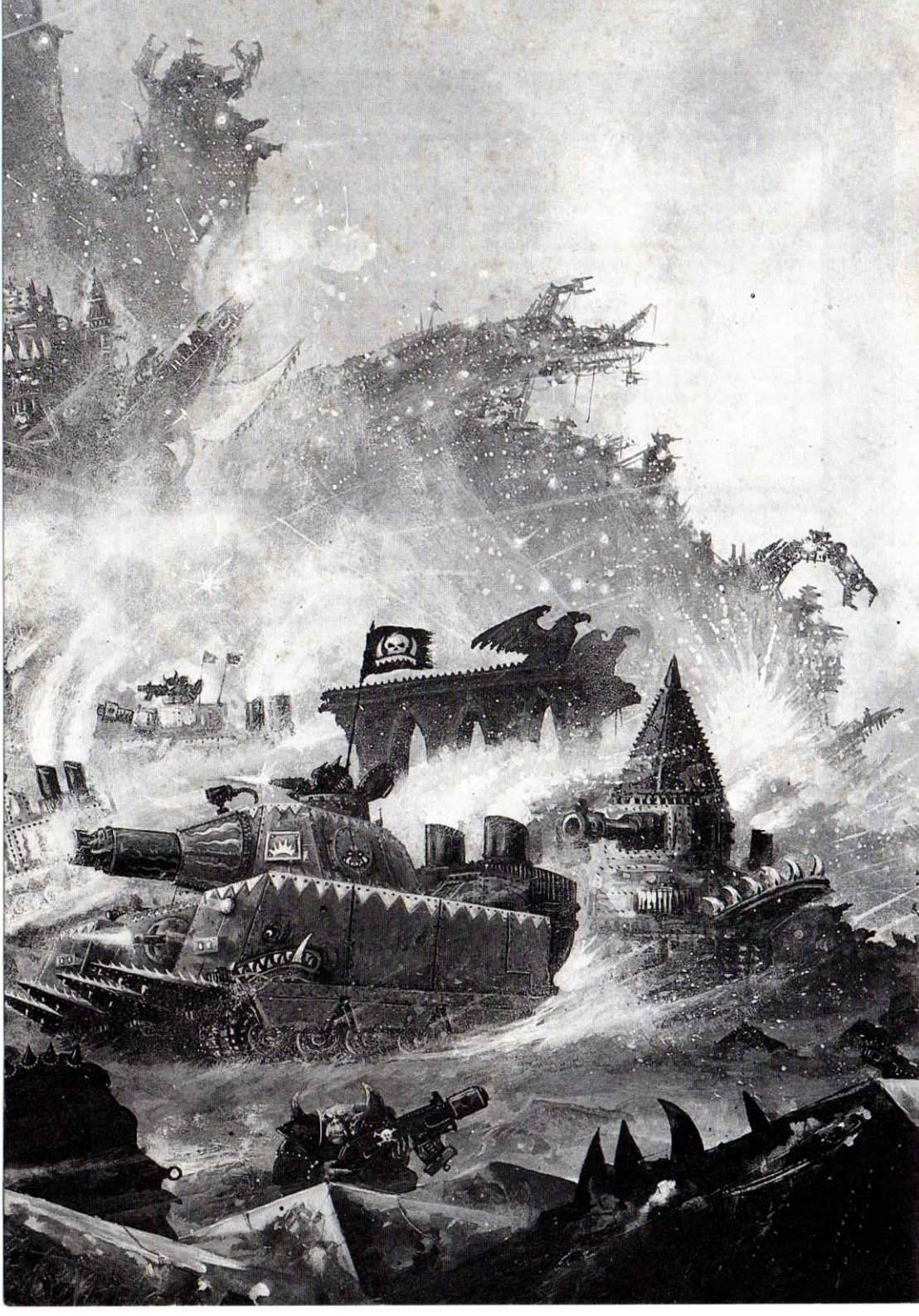
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